



MARVEL VS. CAPCOM 2-SDC

20 PTS.



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MARVEL VS. CAPCOM 2

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T-1212N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

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1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game

Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m.

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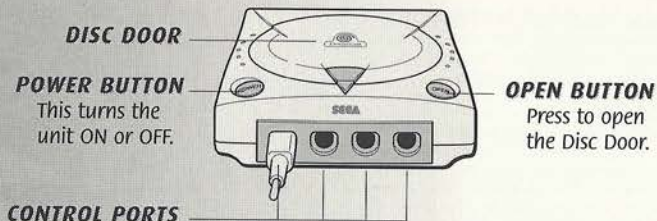
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CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. *MARVEL VS. CAPCOM 2* uses Control Ports A and B.

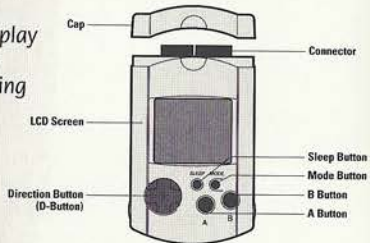
Note: Buy an additional controller (sold separately) to play with two people.

MARVEL VS. CAPCOM 2 is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

Visual Memory Unit (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller BEFORE turning on the Sega Dreamcast.

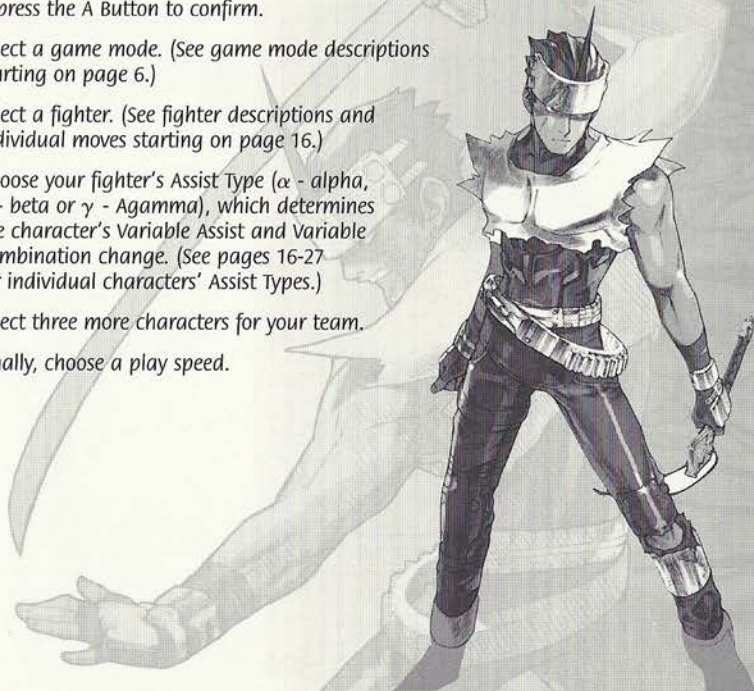
Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



STARTING A GAME

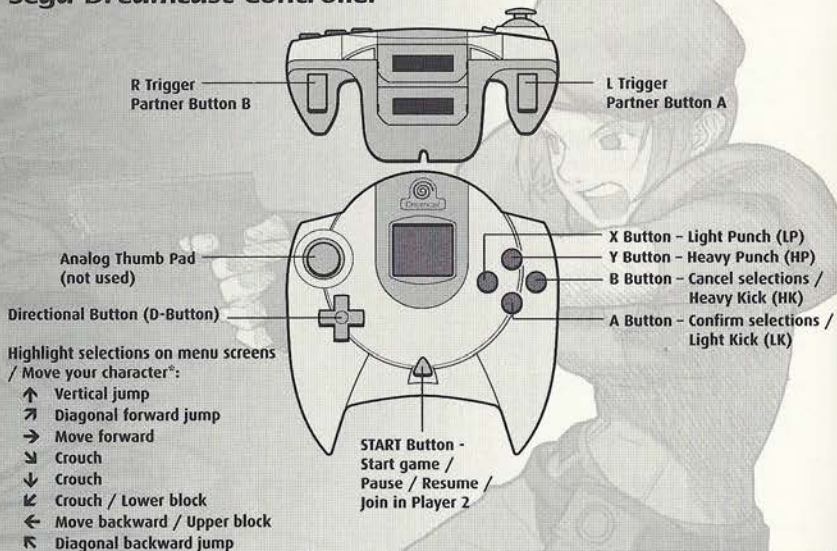
Press START at the Title Screen. To make your selections on the following screens, use the Directional Button or joystick to choose and press the A Button to confirm.

- Select a game mode. (See game mode descriptions starting on page 6.)
- Select a fighter. (See fighter descriptions and individual moves starting on page 16.)
- Choose your fighter's Assist Type (α - alpha, β - beta or γ - Agamma), which determines the character's Variable Assist and Variable Combination change. (See pages 16-27 for individual characters' Assist Types.)
- Select three more characters for your team.
- Finally, choose a play speed.



CONTROLS

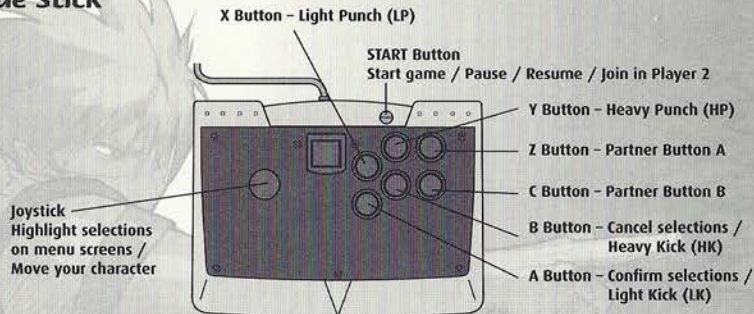
Sega Dreamcast Controller



* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Arcade Stick



Jump Pack

MARVEL VS. CAPCOM 2 supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)



NOTES:

- MARVEL VS. CAPCOM 2 is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- The Analog Thumb Pad is not used in this game.
- For all controllers, to return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 6.

GAME MODES

Arcade Mode

1 or 2 Player(s)

Fight against CPU opponents, one after the other. Choose 3 fighters from 24 characters. Defeat all comers to win the game and see a victory ending. Player 2 can join in any time by pressing START. You can continue even if you lose.

Versus Mode

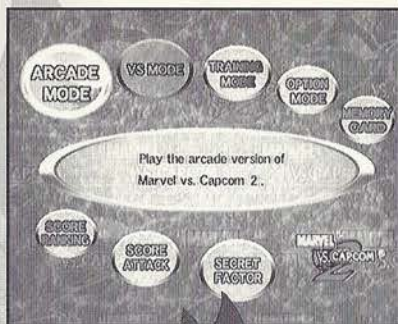
2 Player Competition

Challenge a friend head-to-head. Insert two controllers into your Sega Dreamcast before starting. Choose a fighter, handicaps and stage before every match.

Training Mode

1 Player

Practice your moves and combos against a CPU character. Choose your character and sparring partner. During training, press START to open the Training Menu and adjust the sparring partner's settings. Use the Directional Button or joystick \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow to change the setting. Press the A Button to confirm.



Option Mode

Adjust various game settings. Use the Directional Button or joystick \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow to change the setting. Press the A Button to confirm.

Game Option

Difficulty – Adjust the difficulty level for Arcade Mode games.

Time – Adjust round time. When set to Infinity (∞), the match continues until one team wins.

Damage – Adjust the damage level of your character's attacks.

Speed – Adjust the game speed.

Sound – Choose STEREO or MONAURAL to match your speaker setup.

Default Settings – Restore default settings.

Exit – Return to the Mode Select menu.

Button Config

Buttons – Change button assignments for punches, kicks and special moves.

Vibrate – Turn Jump Pack vibration ON (when using a Jump Pack in your Sega Dreamcast controller).

Command – Adjust the computer's response time (Normal or Long) when you input Special Move commands.

Default Setting – Restore default settings.

Exit – Return to the Option menu.

Display Adjust

Display Adjust – Center game screen on your TV.

Default Setting – Restore default settings.

Memory Card

Save – Save your option settings and score ranking data in a Visual Memory Unit (VMU). This game uses 5 blocks in the VMU.

Load – Load game data from a VMU.

Exit – Return to the Mode Select menu.

Score Ranking

View high score ranking for Arcade and Score Attack Modes.

Score Attack

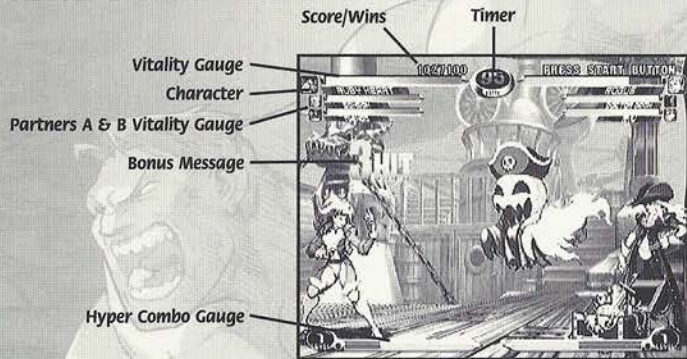
1 Player

Battle CPU characters for high scores. This mode is not affected by your Option Mode settings.

Secret Factor

Check your play status and secret characters you've unlocked. See page 13.

COMBAT SCREEN



Score/Wins

Current score in 1 Player games; number of wins in 2 Player games.

Timer

Remaining round time. When it reaches zero, the winner is decided by which team has more vitality remaining. You can reset round time in Option Mode. See page 7.

Vitality Gauge

Color bar decreases as character is attacked. If the color bar disappears, the character is knocked out (K.O.'d). "Assist OK" appears on the Vitality Gauge when Assist moves can be performed.

Character

Name and portrait of main fighter.

Partners A & B Vitality Gauge

Color bar decreases as partner characters are attacked. It recovers gradually when a character is resting. If the color bar disappears, the character is knocked out (K.O.'d).

Bonus Message

Appears when a character performs a super move, such as an Aerial Rave.

Hyper Combo Gauge

The color bar increases as a character attacks. When it is full, the character can use Hyper Combos and other powerful moves.

COMBAT RULES

Match Play

- A match lasts until one team completely runs out of vitality for all three fighters. When that happens, the other team wins.
- If the match time (99 counts, default) runs out before either team wins, the team with more vitality is declared the winner. (You can change the match time in Option Mode.)
- With no time limit, the match continues until one team wins.
- You can switch to different team fighters during a match. Resting fighters recover some vitality. When a fighter's vitality runs out, that fighter is knocked out.

Draw Game

A draw game occurs when both teams run out of vitality at the same time (double K.O.), or when both teams have the same amount of vitality left when time is up.



SPECIAL MOVES

In the moves below, the D-Button/joystick moves are for fighters facing right. Reverse the left/right actions for fighters facing left.

Hyper Combo Gauge The Hyper Combo Gauge builds up as you attack. When it is full, your character can perform special attacks such as Hyper Combo. You can build your Hyper Combo Gauge up to Level 5.

Hyper Combo <A Hyper Combo command> + PP or KK (press simultaneously). A Hyper Combo uses Level 1 gauge. See pages 16-27 for individual characters' Hyper Combo commands.

Delayed Hyper Combo You can perform up to 3 Hyper Combos in a row. During the first character's Hyper Combo, input the second character's Hyper Combo. During the second character's Hyper Combo, input the third. Delayed Hyper Combo uses Level 2 or 3 Hyper Combo Gauge.

Variable Combination Press Partner A and Partner B Buttons simultaneously. Your partners will come out and perform Hyper Combos at the same time. Variable Combination uses Level 3 Hyper Combo Gauge.

Snap Back ↓↘→ + Partner A Button – Get opponent's second character out.
↓↘→ + Partner B Button – Get opponent's third character out.
Force your opponent to change characters. Snap Back uses Level 1 Hyper Combo Gauge.



Variable Assist

Partner A Button – Your second character will come out.
Partner B Button – Your third character will come out.
Your partner character will come out and make an assisting attack.

Variable Counter

↓↘↘ + Partner A Button while blocking – Your second character will come out.
↓↘↘ + Partner B Button while blocking – Your third character will come out.
Your partner character will come out to make a counterattack and switch characters. Variable Counter uses Level 1 gauge.

Variable Attack

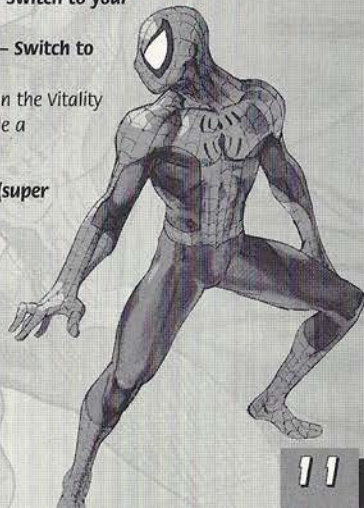
LP + LK (press simultaneously) – Switch to your second character.
HP + HK (press simultaneously) – Switch to your third character.
Switch characters. The color bar in the Vitality Gauge will recover gradually while a character is resting.

Aerial Rave

Hit with ↓ + HP or HK then ↑ (super jump), then perform a combo in the air.
Perform an air combo. Each character has an Aerial Rave start move (see pages 16-27). Hit opponent with it and perform a combo in the air.

Dash

→→ (or ←←) or PP (press simultaneously).
Move faster than a normal walk.



Super Jump



Jump much higher than a normal jump.

Block/Air Block

D-Button away from opponent.

Block opponent's attacks on the ground and in the air.

Throw/Grab Moves

(near opponent) → or ← + HP or HK

Throw an opponent who is near your character. Some characters do a grab move instead of a throw.

Safe Fall / Break Away

(When falling to the ground or being grabbed) press any D-Button except ↑ + HP or HK.

Fall safely after being thrown or break away an opponent's grab.

Rolling Get Up

←↓ + P or K.

When knocked up in the air, input this command to evade opponent's pursuit attack.

Advancing Guard

(While blocking) PP (press simultaneously).

Push back your opponent.

Chain Combo

LP (or LK) + LP (or LK) + HP (or HK)

Press attack buttons quickly one after the other to hit the opponent successively.

Taunt

LK + START (press simultaneously).

You can change the Taunt button assignment in Option Mode.

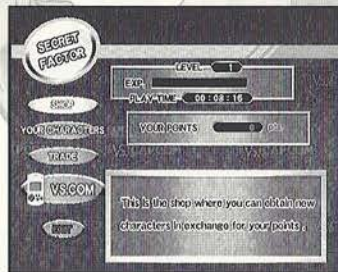


SECRET FACTOR

Unlock new characters and other hidden features! Collect points by playing each game mode. Use your points to buy new characters and other features at the Shop.

Use these controls to operate the Secret Factor features:

- D-Buttons Move cursor; select items, characters, messages, etc.
- A Button Confirm selection
- B Button Return to previous menu or screen



Level – Your current level.

EXP – As you gain points, your Experience bar gradually fills. When it's full, you gain a level.

Playtime – Your total play time.

Points – Gain points by playing each game mode.

Shop

Buy new characters and other features with the points you acquire.

Your Characters

Check out the game characters and the new characters you acquire.

Trade

Trade your Secret Factor characters with your friends by connecting 2 Virtual Memory Units (VMUs) with VS.COM data. Follow the on-screen instructions to complete the trade. **You must set up a VS. COM file first in order to trade characters. See page 14.**



VS.Com File Setup

1. Insert a VMU with 64 open blocks (or more) into your Sega Dreamcast.
2. Choose SAVE and press the A Button to create a VS.COM file in the VMU.

Important:

- A VMU with 64 or more open blocks is required to make a VS.COM file.
- Do not turn off your Sega Dreamcast or remove a VMU or other peripheral while creating a VS.COM file.
- Do not disconnect VMUs while trading characters.

VS.Com Mode Select Menu

Press the A and B Buttons at the VS.COM Title screen to go to VS. COM Mode Select menu. Use the D-Buttons to select a mode and press the A Button to confirm.

Level & Exp. – Your current Level and Experience points.

Your Points – Points you have gained.

Shop – Buy new characters and features with your points.

Your Characters – Check out the characters you acquire.

Trade – Trade characters by connecting 2 VMUs.

(See page 13.)

Play Time – Your total play time.

Sound – Turn sound on/off.



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VS.Com

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VS.Com

Press the screen to Use the A Bu Level & Your Po Shop - I Your Ch Trade - (See pag Play Tin Sound -

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FIGHTERS

The following pages show the Special Moves for 24 fighters in the game.

The controls are for characters facing right. Reverse the left/right controls for characters facing left.

The moves use these terms:

LP	Light Punch
LK	Light Kick
HP	Heavy Punch
HK	Heavy Kick
PP	Two Punches (light or heavy)
KK	Two Kicks (light or heavy)
Charge	Press the first indicated D-Button for a short while, and then press the second indicated D-Button.
Usable in air	The move can also be performed while jumping.
In air	Perform the move while jumping.
Level 3	The move requires Level 3 Hyper Combo Gauge.
α	Alpha Assist Type.
β	Beta Assist Type.
γ	Gamma Assist Type.



CABLE

Special Moves

- Viper Beam ↓↘→ + P (usable in air)
- Scimitar →↓↘ + P
- Electrap ↓↙← + K (usable in air)

Hyper Combos

- Hyper Viper ↓↘→ + PP (usable in air)
- Time Flip ↓↘→ + KK

Assist Type

- α Projectile
- β Anti-Air
- γ Variety

Special Moves

- Boomerang ↓↘→ + P (usable in air)
- Towering Spine →↓↘ + P
- Ricochet Slash ↓↙← + K
- Ride & Slash →↘↙↙← + P (usable in air)

Hyper Combos

- Bone Burst ↓↙← + PP (usable in air)
- Stinger Bones ↓↘→ + PP

Assist Type

- α Projectile
- β Anti-Air
- γ Expansion

MARROW

EYELOPS

Special Moves

- Optic Blast ↓↘→ + P (usable in air)
- Rising Uppercut →↓↘ + P
- Cyclone Kick ↓↙← + K
- Optic Sweep →↘↓ + P

Hyper Combos

- Mega Optic Blast ↓↘→ + PP (usable in air)
- Super Optic Blast ↓↘→ + KK (usable in air)

Assist Type

- α Projectile
- β Anti-Air
- γ Expansion

Special Moves

- Close Fighting A ↓↘→ + P (usable in air)
- Grenade Launcher →↓↘ + P
- Return Fire →↘↙↙← + P
- Emergency Dodge A ↓↙← + K

Hyper Combos

- Close Fighting A+ ↓↘→ + PP (usable in air)
- CODE: T-002 ↓↙← + KK

Assist Type

- α Heal
- β Dash
- γ Projectile

JILL



CAPTAIN AMERICA

Special Moves

- Shield Slash ↓↘→ + P (usable in air)
- Stars & Stripes →↓↘ + P
- Charging Star ↓↘→ + K

Hyper Combos

- Final Justice ↓↘→ + PP
- Hyper Stars & Stripes →↓↘ + PP
- Hyper Charging Star ↓↘→ + KK

Assist Type

- α Projectile
- β Anti-Air
- γ Dash

T. BONNE

Special Moves

- Beacon Bomb ↓↘→ + P
- Servbot Launcher →↓↘ + P
- Bonne Strike ↓↘→ + K (usable in air)

Hyper Combos

- King Servbot ↓↙← + PP
- Lunch Rush ↓↘→ + PP

Assist Type

- α Throw
- β Anti-Air
- γ Projectile



PSYLOCKE

Special Moves

- Psy-Blast ↓↘→ + P (usable in air)
- Psy-Blade Spin ↓↘→ + K (usable in air)
- Ninjutsu →↘↓↙← + any button (usable in air)

Hyper Combos

- Butterfly Hide ↓↙← + KK (usable in air)
- Psy-Maelstrom ↓↘→ + KK
- Psy-Thrust ↓↘→ + PP (usable in air)

Assist Type

- α Anti-Air
- β Projectile
- γ Balance

Special Moves

- Schwarzaile ↓↘→ + P (usable in air)
- Fantome ↓↙← + K
- Sublimation ↓↘→ + K

Hyper Combos

- Mil Fantome ↓↙← + KK
- Partnaile ↓↘→ + KK
- Tule Do Mazi HK LP ↓ LK HP

Assist Type

- α Anti-Air
- β Capture
- γ Enhancement



RUBYHEART



ROGUE

Special Moves

- Repeating Punch ↓↓→ + P (usable in air)
- Rising Repeating Punch →↓↓ + P
- Power Dive Punch →↓↓ + K
- Power Drain ↓↓← + K (usable in air)

Hyper Combos

- Goodnight Sugar ↓↓→ + PP

Assist Type

- α Anti-Air
- β Dash
- γ Throw

AMINGO



Special Moves

- Shout of the Wind ↓↓→ + P (usable in air)
- Joy of Green ↓↓← + P
- Child of the Ground ↓↓← + K

Hyper Combos

- Rule of the Plants ↓↓← + PP
- Boon of the Sun ↓↓→ + KK

Assist Type

- α Heal
- β Enhancement
- γ Balance

SONSON



Special Moves

- Fusetsuzan P (press rapidly; usable in air)
- Shienbu ↓↓→ + P (usable in air)
- Seiten Rengeki →↓↓ + P (usable in air)

Hyper Combos

- Tenchi Tsukan ↓↓→ + PP (usable in air)
- POW ↓↓→ + KK
- Monkey King ↓↓← + PP

Assist Type

- α Heal
- β Projectile
- γ Anti-Air

Special Moves

- Shiden ↓↓→ + P
- Guren →↓↓ + P (usable in air)
- Plasma Combo ← + LP LP LP LP

Hyper Combos

- Rasetsuzan ↓↓→ + PP
- Engetsu ↓↓→ + KK
- Plasma Field ↓↓← + KK (usable in air)

Assist Type

- α Expansion
- β Anti-Air
- γ Balance



HAYATO

DOCTOR DOOM



Special Moves

- Plasma Beam ↓↘→ + P (usable in air)
- Photon Shot →↘↓↙← + P (usable in air)
- Molecular Shield →↘↓↙← + K

Hyper Combos

- Electric Cage ↓↘→ + PP
- Photon Array →↘↓↙← + PP (usable in air)
- Sphere Flame ↓↘→ + KK

Assist Type

- α Variety
- β Anti-Air
- γ Projectile

WOLVERINE



Special Moves

- Berserker Barrage ↓↘→ + P
- Tornado Claw →↘↓ + P (usable in air)
- Drill Claw LK + HP (usable in air)

Hyper Combos

- Berserker Barrage X ↓↘→ + PP
- Weapon X →↘↓ + PP

Assist Type

- α Ground
- β Launcher
- γ Variety

SAKURA



Special Moves

- Shouoken ↓↘→ + P (usable in air)
- Hadoken ↓↙← + K (usable in air)
- Shunpukyaku ↓↙← + P (usable in air)

Hyper Combos

- Midari Zakura ↓↘→ + PP
- Shinku Hadoken ↓↙← + PP
- Haru Ichiban ↓↙← + KK

Assist Type

- α Dash
- β Projectile
- γ Expansion

ICEMAN



Special Moves

- Ice Beam ↓↘→ + P (usable in air)
- Ice Avalanche ↓↘→ + K (usable in air)
- Ice Fist ↓↙← + P

Hyper Combos

- Arctic Attack ↓↘→ + PP (usable in air)

Assist Type

- α Projectile
- β Variety
- γ Balance

STRIDER HIRYU

Special Moves

- Ame No Murakumo ↓↘↘ + P
- Excalibur ↓↘↘ + P or K (in air)
- Gram →↘↘ + P (usable in air) or K
- Formation A ↓↘↘ + K

Hyper Combos

- Ragnalok →↘↘ + PP
- Legion ↓↘↘ + KK
- Urubolos ↓↘↘ + PP

Assist Type

- α Ground
- β Variety
- γ Projectile

Special Moves

- Gamma Slam ↓↘↘ + P
- Gamma Tornado →↘↘↘ + P
- Gamma Charge ← (charge) → + K
- Gamma Charge (Anti-Air) ↓ (charge) ↑ + K

Hyper Combos

- Gamma Wave ↓↘↘ + PP
- Gamma Crush ↓↘↘ + PP
- Gamma Quake ↓↘↘ + KK

Assist Type

- α Ground
- β Dash
- γ Anti-Air

HULK



SPIDER-MAN

GUILE

Special Moves

- Sonic Boom ← charge → + P
- Somersault Kick ↓ charge ↑ + K
- Air Somersault Kick ↓ ↑ + K (in air)

Hyper Combos

- Sonic Hurricane ↓↘↘ + PP
- Somersault Strike ↓↘↘ + KK

Assist Type

- α Anti-Air
- β Projectile
- γ Balance

Special Moves

- Web Ball ↓↘↘ + P (usable in air)
- Spider Sting →↘↘ + P
- Web Throw →↘↘↘ + P
- Web Swing ↓↘↘ + K (usable in air)

Hyper Combos

- Maximum Spider ↓↘↘ + PP (usable in air)
- Ultimate Web Throw ↓↘↘ + PP
- Crawler Assault ↓↘↘ + KK

Assist Type

- α Capture
- β Expansion
- γ Anti-Air





RYU

Special Moves

- Fireball ↓↘→ + P (usable in air)
- Dragon Punch →↓↘ + P
- Hurricane Kick ↓↙↘ + K (usable in air)

Hyper Combos

- Shinku Hadoken ↓↘→ + PP (usable in air)
- Shinku Tatsumaki ↓↙↘ + KK
- Shin Shoryuken →↓↘ + PP (Level 3)

Assist Type

- α Anti-Air
- β Projectile
- γ Expansion

VENOM



Special Moves

- Venom Fang ↓↘→ + P (usable in air)
- Web Throw →↘↙↘ + K
- Venom Rush ↓↘→ + K

Hyper Combos

- Venom Web ↓↘→ + PP
- Death Bite ↓↘→ + KK

Assist Type

- α Expansion
- β Variety
- γ Launcher



ANAKARIS

Special Moves

- Coffin Drop ↓↓ + P (usable in air)
- Cobra Blow ↔ + P (usable in air)
- Mummy Drop ↓↘→ + P (usable in air)
- Pharaoh Judgment ↓↘→ + K (in air)

Hyper Combos

- Pharaoh Magic HK LP ↓ LK HP (usable in air)
- Pharaoh Cobra Throw ↔ + PP (usable in air)
- Pharaoh Illusion LP LP → LK HP

Assist Type

- α Ground
- β Throw
- γ Variety

ZANGIEF



Special Moves

- Double Lariat PP (usable in air)
- Banishing Flat →↓↘ + P
- Aerial Russian Slam →↓↘ + LK
- Screw Pile Driver 360° turn + P (usable in air)

Hyper Combos

- Final Atomic Buster 360° turn + PP
- Iron Body ←↙↘ + K
- Ultra Final Atomic Buster 360° turn + KK (Level 3)

Assist Type

- α Ground
- β Throw
- γ Air Throw



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